



Unarmed

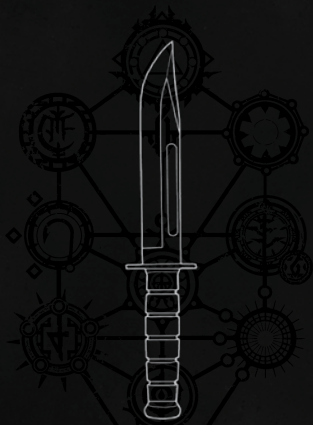
*Hand-to-hand combat.
No weapons are used.*

Examples: striking, kicking,
throwing, grappling, holds, locks.

Distance: arm

Attacks:

- ◆ **Punch, kick, and tear [1]**
- ◆ **Lock [0]** [you are in control of the target until they break free]
- ◆ **Shift [0]** [you create distance between yourself and the target through a throw, body check, or push]
- ◆ **Disarm [0]** [you remove an object your opponent held in their hand]
- ◆ **Excessive force [2]** [focus entirely on killing your target, disregarding your own safety]



EDGED WEAPONS

Edged Weapons

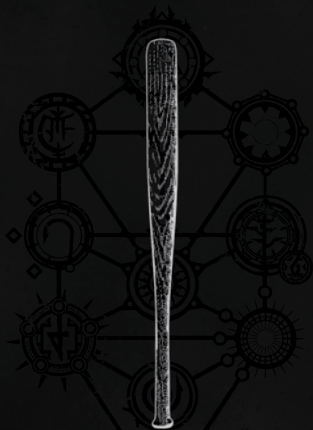
Quick and light thrusting and slicing weapons for close quarters melee.

Examples: knife, stiletto, dagger.

Distance: arm

Attacks:

- ◆ Cut, slice, and stab [2]
- ◆ **Edge at the throat [0]** [you are in control of the target until they break free]



CRUSHING WEAPONS

Crushing Weapons

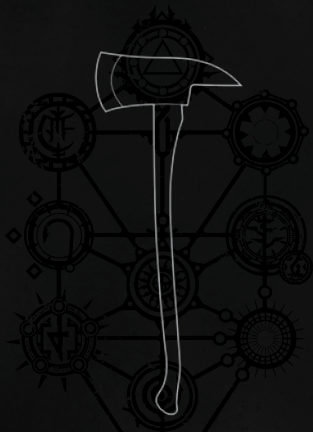
Crushing weapons that causes blunt trauma without much bleeding.

Examples: baseball bat, hammer, crowbar.

Distance: arm

Attacks:

- ◆ Pummel, maul, and crush [2]
- ◆ **Knock down [1]** [the target falls to the ground]
- ◆ **Knock out [1]** [target is knocked out; PCs must successfully **Endure Injury** to avoid getting *knocked out*]



CHOPPING WEAPONS

Chopping Weapons

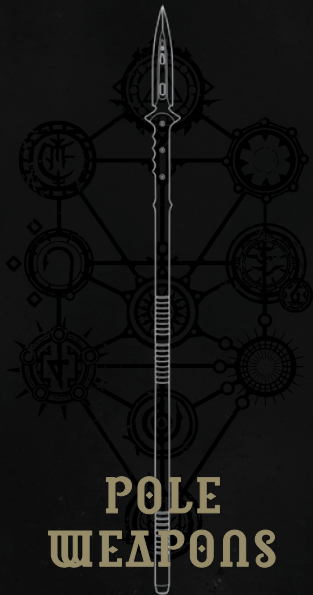
Heavy bladed weapons intended for slashing or cutting. They often cause open wounds and lots of bleeding.

Examples: machete, axe, sword.

Distance: arm

Attacks:

- ◆ **Hack, slash, and chop [2]**
- ◆ **Momentum [1]** [may hit one additional target]



POLE WEAPONS

Pole Weapons

A weapon in which the main fighting part of the weapon is fitted to the end of a long shaft. The weapons primary strength is its reach. It is a cumbersome item to carry and almost impossible to hide.

Examples: spear, trident, halberd.

Distance: arm

Attacks:

- ◆ **Thrust, swing, and strike [2]**
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- ◆ **Keep at bay [-]** [Keep one target away from you, if it closes in you get +1 on the next attack roll against the target]
- ◆ **Lunge [1]** [Hit a target at distance Room]



HANDGUN

Handgun

A handgun is a short-barreled firearm that can be used with one hand. The two most common handgun sub-types are revolvers and semi-automatic pistols. Easy to conceal under worn clothes.

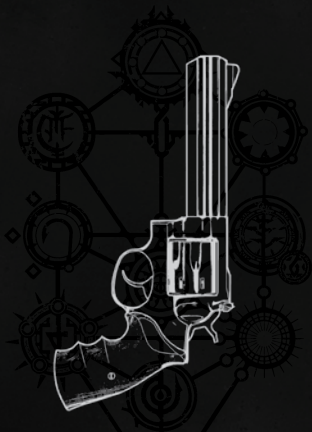
Examples: Beretta M92FS, Colt M1911A1, CZ P-10 C, FN Five seven, Glock 19, Glock 23, H&K USP45, H&K VP9, S&W Model 10, S&W MP40 Shield, SIG-Sauer P226, Walther P99.

Distance: arm/room

Attacks:

- ◆ **Combat shooting** [2] [-1 Ammo]
- ◆ **Overkill** [3] [-2 Ammo]
- ◆ **Multiple targets** [2] [hit up to one additional target] [-3 Ammo]

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Ammo:



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Magnum Handgun

A magnum handgun is a large caliber short-barreled firearm (a revolver or semi-automatic pistol) that can be used with one hand, but preferably with both hands due to the powerful recoil when fired.

Examples: Colt Python, FA Model 83, IMI Desert Eagle, Ruger GP100, Ruger New Model Super Blackhawk, Ruger Super Redhawk, S&W M586, S&W Model S&W500, Taurus Raging Bull.

Distance: arm/room

Attacks:

- ◆ **Combat shooting [3]** [-1 Ammo]
- ◆ **Overkill [4]** [-3 Ammo]

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Ammo:



RIFLE

Rifle

A rifle is a long-barreled firearm designed for precision shooting, to be used with both hands and braced against the shoulder for stability during firing. They have great accuracy at long ranges, but are bulky, slow, and cumbersome to carry, and is far from ideal in close quarter combat.

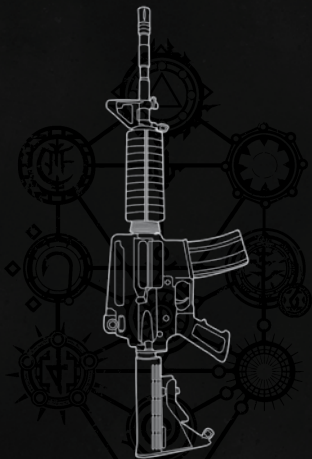
Examples: Various hunting rifles, marksman rifles (like FN SCAR-H, Mk 14 EBR, SVD, etc.), and sniper rifles (like AI Arctic Warfare, H&K PSG-1, McMillan TAC-338, etc.).

Distance: room/field/horizon

Attacks:

◆ **Aim & fire [3]** [-1 Ammo]

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Ammo:



ASSAULT RIFLE

Assault Rifle

A military rifle that can switch between semi-automatic fire, burst fire, and fully automatic fire. Assault rifles are currently the standard infantry service weapon in most military forces.

Examples: AK-47/AKM/AK-103, Colt M4A1, FAMAS, FN SCAR-L, H&K G36, HK416, IWI Tavor TAR-21, QBZ-95-1, SA80, Steyr AUG.

Distance: room/field

Attacks:

- ◆ **Controlled fire** [3] [-1 Ammo]
- ◆ **Mow down** [4] [-2 Ammo]
- ◆ **Empty the mag** [3] [hit up to two additional targets] [-4 Ammo]

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Ammo:



COMBAT SHOTGUN

Combat Shotgun

A combat shotgun is intended for use in an tactical role. While limited in range, the multiple pellet projectiles typically used in a shotgun shell provide increased hit probability at close range and is unmatched by other small arms.

Examples: Benelli M3 Super 90, Franchi SPAS-12, Mossberg 500, Remington M870, Saiga-12, Winchester M1300.

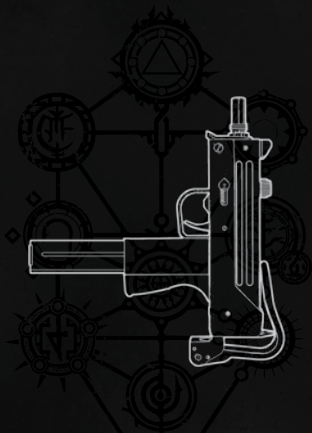
Distance: room/field

Attacks:

- ◆ **Snapshots** [3/1]* [-1 Ammo]
- ◆ **Pellet storm** [3/1]* [small close group all hit at once] [-2 Ammo]

* Base Harm is 3 against target(s) at Room distance, and 1 if beyond.

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Ammo:



SUBMACHINE GUN

Submachine Gun

A submachine gun (or SMG) is a light fully automatic carbine designed to fire pistol caliber ammunition. Ideal for close quarters battle since they are easy to control, quick to aim, and less likely to over-penetrate the target.

Examples: FN P90, Glock 18, H&K MP5, H&K MP7, H&K UMP45, IMI Uzi, Ingram MAC-10, KRISS Vector, Skorpion vz.61, Steyr AUG A3 Para XS.

Distance: room

Attacks:

- ◆ **Short bursts [2]** [-1 Ammo]
- ◆ **Focused full auto [3]** [-2 Ammo]
- ◆ **Spray and pray [2]** [hit up to two additional targets] [-3 Ammo]

Ammo: ●●●



EXPLOSIVES

Explosives

Explosives comes in many shapes and forms. They cause much devastation and can harm large groups of people. In attacks against people fragmentation grenades are probably the most common in armed forces; these are designed to disperse shrapnel on detonation.

Examples: Hand grenade, demolition charge, bomb.

Distance: room/field

Attacks:

- ◆ **Detonation** [4] [hits several targets]
[−1 Ammo]

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Ammo:



MACHINE GUN

Machine Gun

A machine gun is a heavy, fully automatic, portable or mounted, belt-fed firearm designed to fire rifle cartridges in rapid succession for extended periods of time. Usually fired from a prone position, using a bipod, or when mounted on a vehicle or emplacement.

Examples: FN MAG, M249, M60, MG5, RPK-74.

Distance: room/field

Attacks:

- ◆ **Burst fire [3]** [-1 Ammo]
- ◆ **Sustained fire [3]** [hit up to three additional targets] [-3 Ammo]

Ammo: ●●●●●●●●



STUN GUN
(LASER)

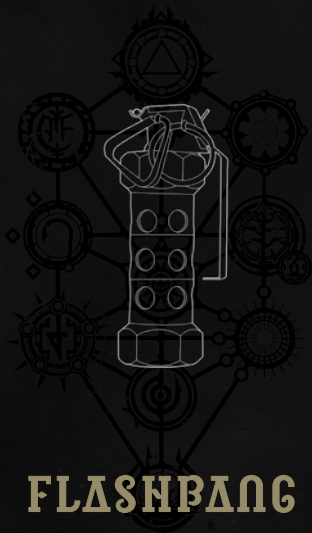
Stun Gun (Taser)

An electroshock weapon is an incapacitating weapon. It delivers an electric shock aimed at temporarily disrupting muscle functions and/or inflicting pain without causing significant injury. Stun guns and batons administer an electric shock by direct contact, whereas Tasers fire projectiles that administer the shock through thin flexible wires.

Distance: arm/room

Attacks:

- ◆ **Shock [1]** [Distance: arm/room, NPC target is *neutralized*, PC target **Endures Injury** and is knocked out on a (-9)]



FLASHBANG

Flashbang

A flashbang is an explosive used to daze people in the vicinity by emitting a blinding flash of light accompanied by a loud bang. It causes no bodily harm.

Distance: room/field

Attacks:

- ◆ **Detonation** [-] [Distance: room/field, hits multiple targets, NPCs are momentarily *neutralized*, PCs may **Avoid Harm** and are momentarily neutralized on a (-9)]



POCKET
PISTOL

Pocket Pistol

A pocket-sized pistol, derringer or small revolver. Its small size makes it suitable for concealed carry in either a coat, jacket or trouser pocket. It is meant as a backup and personal defense weapon.

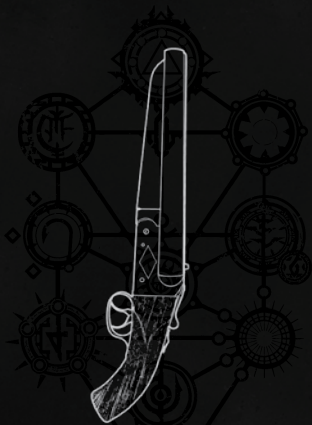
Examples: Beretta Pico, .25 ACP Baby Browning, Derringer Model DM-101, Colt Model 1903, Remington Model 95 Derringer, Seecamp LWS 380.

Distance: arm/room

Attacks:

◆ **Combat shooting [2]** [−1 Ammo]

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Ammo:



SAWED-OFF
SHOTGUN

Sawed-off Shotgun

A shotgun with shortened barrel and often an absent stock. Compared to a standard shotgun, it has a shorter effective range; however, its reduced length makes it easier to maneuver and conceal. It is useful for short-range crowd-control.

Examples: Doubled barreled Stoecker Coach Gun, Mossberg Shockwave, H&K Fabarm FP6, Modified Ithaca 37, Sicilian Lupara, Blaser F3, Serbu Super-Shorty.

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Ammo:

Distance: arm/room

Attacks:

- ◆ **Single barrel [3]** [-1 Ammo]
- ◆ **Double barrel [3]** [small close group all hit at once] [-2 Ammo]



LIGHT
ARMOR

Light Armor

A bulletproof vest is worn on the torso and can be hidden beneath clothes. It helps absorb the impact and reduce or stop penetration to the body from firearm-fired projectiles and shrapnel from explosions.

PCs who wear light armor receive a +1 positive modifier to their **Endure Injury** roll. NPCs who wear armor subtract -1 from the amount of **Harm** they take each time it applies. You can only wear one type of armor.



HEAVY
ARMOR

Heavy Armor

This hard-plate reinforced armor helps absorb the impact and reduce or stop penetration from firearm-fired projectiles and shrapnel from explosions. It covers all of the body with a combat helmet, ballistic shoulder and side protections. It is large and bulky and normally used by police SWAT teams and military units.

PCs who wear heavy armor receive a +2 positive modifier to their **Endure Injury** roll. NPCs who wear armor subtract -2 from the amount of **Harm** they take each time it applies. You can only wear one type of armor.



MOLOTOV
COCKTAIL

Molotov Cocktail

A Molotov cocktail is a breakable glass bottle containing a flammable substance such as gasoline, and usually a cloth wick held in place by the bottle's stopper. They are primarily intended to ignite rather than completely destroy targets, and are often used just as much to cause chaos as to actually do damage.

Distance: room/field

Attacks:

- ◆ **Light and throw [1]*** [may hit several targets if they are close]
- ◆ **Start a fire [-]** [To get through the flames you need to **Avoid Harm** or suffer the same effects as being hit by a thrown molotov cocktail*]

* **1 Harm** when ignited and additional **1 Harm** if the fire is not put out. Most creatures have -2 on all actions other than putting out the fire].